PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE **SMALL ENTITY** OR **TOTAL CLAIMS** RATE FEE RATE FEE **BASIC FEE** 385.00 BASIC FEE 770.00 **FOR** NUMBER FILED NUMBER EXTRA OR **A** minus 20= Q0 0 TOTAL CHARGEABLE CLAIMS X\$ 9= X\$18= OR minus 3 =INDEPENDENT CLAIMS X43= ٦ X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY** SMALL ENTITY OR (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AMENDMENT **PREVIOUSLY AFTER EXTRA** FEE FE<u>E</u> AMENDMENT PAID FOR Minus X\$ 9= X\$18= Total OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +29Ó= +145 = .OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 2). (Column 1) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER **PRESENT** RATE TIONAL TIONAL RATE **PREVIOUSLY** NDMENT **AFTER EXTRA** FEE FEE AMENDMENT PAID FOR Total Minus X\$ 9= X\$18= OR AME Independent Minus *** X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-O REMAINING NUMBER PRESENT TIONAL RATE **RATE** TIONAL NDMENT **AFTER PREVIOUSLY EXTRA** PAID FOR **AMENDMENT** FEE FEE Total Minus ** X\$ 9= X\$18= OR AME Indep ndent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Application or Docket Number